

# CALLERLAB ADVANCED PROGRAM

September 15, 2018

## A1 PROGRAM

Any Hand Concept  
(Anything) and Cross / (Named Dancers) Cross  
As Couples Concept  
Belles and Beaus (to name dancers)  
Brace Thru (formerly Half Breed Thru)  
Cast A Shadow  
Chain Reaction (1/4 tag only)  
Clover and (Anything) /  
    Cross Clover and (Anything)  
Cross Over Circulate  
Cross Trail Thru  
Cycle And Wheel  
Double Star Thru / Triple Star Thru  
Ends Bend  
Explode and (Anything)  
Explode The Line  
Fractional Tops  
    Quarter Top  
    Half the Top  
    Three Quarter Top  
Grand Follow Your Neighbor  
Horseshoe Turn  
Lockit  
Mix  
Pair Off  
Partner Hinge  
Partner Tag  
Pass In/Out  
Pass the Sea  
Quarter In/Out  
Quarter Thru / Three Quarter Thru  
    Grand Quarter Thru /  
    Grand Three Quarter Thru  
Right (Left) Roll to a Wave  
Scoot and Dodge  
Six-Two Acey-Deucey  
Split Square Chain Thru  
Split Square Thru  
Square Chain Thru  
Step and Slide  
Swap Around / Reverse Swap Around  
Transfer the Column  
Triple Cross/Double Cross  
Triple Scoot  
Triple Trade  
Turn and Deal  
Wheel Thru / Left Wheel Thru

## A2 PROGRAM

All 4 Couples / All 8 Concept, such as:  
    All 4 Couples Right and Left Thru  
    All 4 Couples Star Thru  
    All 4 Couples Chase Right  
    All 8 Swing Thru  
    All 8 Switch the Wave  
    All 8 Walk and Dodge  
    All 8 Mix  
Checkmate the Column  
Diamond Chain Thru  
Hourglass Formation:  
    Hourglass Circulate  
    Cut/Flip the Hourglass  
In/Out Roll Circulate  
Mini-Busy  
Motivate  
Pass and Roll  
Pass and Roll Your Neighbor  
Peel and Trail  
Recycle (facing couples)  
Remake Family  
    Remake  
    Grand Remake  
    Remake The Thar  
Scoot and Weave  
Scoot Chain Thru  
Single Wheel  
Slip / Slide / Swing / Slither  
Spin the Windmill  
Split/Box Counter Rotate  
Split/Box Transfer  
Swing and Mix  
Switch the Wave  
Switch to a Diamond/Hourglass (waves only)  
Trade Circulate  
Trail Off  
Transfer and (Anything)  
Zig Zag / Zag Zig

In an Advanced Dancing program, dancers are expected to understand the Mainstream, Plus and Advanced calls from most, but not necessarily all, formations, positions and arrangements. Dancers are also expected to understand the concept of calls they dance.

The Preface of the CALLERLAB Advanced Definitions contains important information regarding such rules as Facing Couple Rule; Ocean Wave Rule; Right Shoulder Rule; Split vs. Box; How dancers are named; Starting Formations; Glossary of Description Terms; etc. All callers that call the Advanced Program should be thoroughly familiar with the Preface and should be able to explain how these rules are used at the Advanced Program to their dancers.

In Advanced dancing, the "left" version of the calls is part of the program even though they are not explicitly listed.

# TEACHING ORDER FOR THE A1 AND A2 PROGRAMS

Revised September 15, 2018

## A1 PROGRAM

Belles and Beaus (to name dancers)  
Brace Thru (formerly Half Breed Thru)  
Cross Trail Thru  
Triple Trade  
Triple Scoot  
Grand Follow Your Neighbor  
Quarter Thru  
Wheel Thru  
Turn and Deal (two-faced lines, lines facing out)  
Pass In/Out  
Chain Reaction (1/4 tag only)  
Mix  
Lockit  
Right (Left) Roll to a Wave  
Cast A Shadow  
Six-Two Acey-Deucey  
Clover and (Anything)  
Turn and Deal (ocean waves & other lines)  
Quarter In/Out  
Cross Over Circulate (two-faced lines)  
Partner Tag  
Partner Hinge  
Horseshoe Turn  
Pass the Sea  
Split Square Thru  
Step and Slide  
Transfer the Column  
Cross Over Circulate (ocean waves & other lines)  
Swap Around  
Explode The Line  
As Couples Concept  
Ends Bend  
Square Chain Thru  
Scoot and Dodge  
Double Star Thru  
Left Wheel Thru  
(Anything) and Cross  
(Named Dancers) Cross  
Fractional Tops  
Three Quarter Thru  
Triple Star Thru  
Cycle And Wheel  
Grand Quarter Thru  
Grand Three Quarter Thru  
Explode and (Anything)  
Pair Off  
Reverse Swap Around  
Cross Clover and (Anything)  
Any Hand Concept  
Split Square Chain Thru  
Triple Cross/Double Cross

## A2 PROGRAM

Single Wheel  
In Roll Circulate  
Slip  
Scoot and Weave  
Split/Box Counter Rotate  
Swing  
Swing and Mix  
Trade Circulate (from ocean waves)  
Motivate  
Switch the Wave  
Pass and Roll  
Scoot Chain Thru  
Slide  
Recycle (facing couples)  
Spin the Windmill  
Out Roll Circulate  
Switch to a Diamond (from waves only)  
Hourglass Circulate  
Cut the Hourglass  
Flip the Hourglass  
Pass and Roll Your Neighbor  
Trade Circulate (from two-faced lines)  
Zig Zag / Zag Zig  
Checkmate the Column  
Mini-Busy  
Slither  
Trail Off  
Remake Family  
    Remake  
    Grand Remake  
    Remake The Thar  
Switch to an Hourglass (from parallel waves only)  
Split/Box Transfer  
Diamond Chain Thru  
Peel and Trail (from completed double pass thru)  
Peel and Trail (from columns)  
Transfer and (Anything)  
All 4 Couples / All 8 Concept, such as:  
    All 4 Couples Right and Left Thru  
    All 4 Couples Star Thru  
    All 4 Couples Chase Right  
    All 8 Swing Thru  
    All 8 Switch the Wave  
    All 8 Walk and Dodge  
    All 8 Mix

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